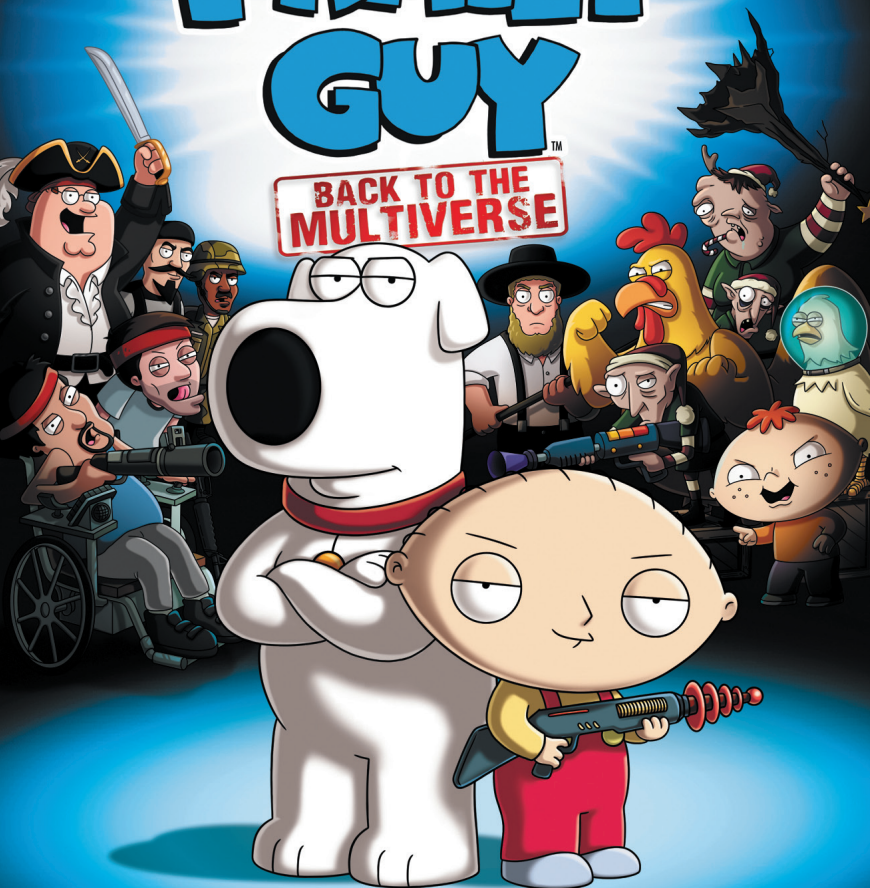


# FAMILY GUY

BACK TO THE MULTIVERSE





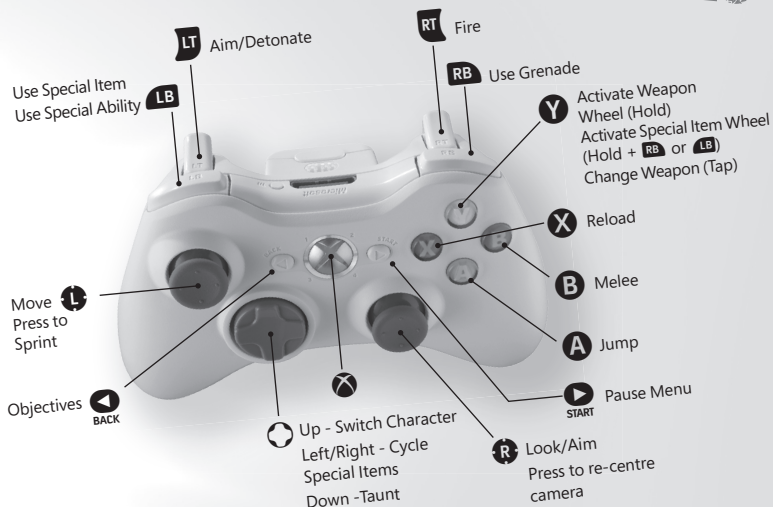
**WARNING** Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. [www.xbox.com/support](http://www.xbox.com/support).

### **Important Health Warning: Photosensitive Seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.**

Parents, watch for or ask children about these symptoms— children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

# CONTROLS

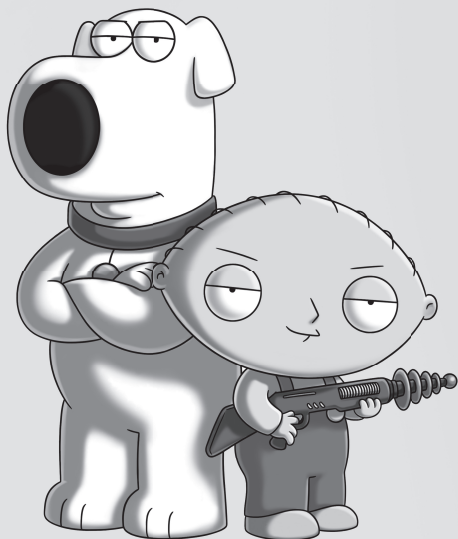


## SELECTING WEAPONS:

Hold the Y Button to activate the weapon wheel. Then push the Left Stick in the direction of the desired weapon to highlight your choice and release the Y Button to select it.

## SELECTING SPECIAL ITEMS:

Hold the Y Button and then the Right or Left Bumper to activate the Special Item wheel. Then push the Left Stick in the direction of the desired item and release the Y Button to select it. Your special ability can also be selected from this wheel.



# MAIN MENU

Choose between **Story Mode**, **Multiplayer**, **Challenge Mode**, **Options**, **Store**, and **Bonus Materials**.

## STORY MODE

Play single-player or co-op in the game's story mode. You can resume your most recent campaign or start a new one.

## MULTIPLAYER

Up to 4 players can play with and compete against each other in different co-op and competitive modes across 8 different maps.

**Deathmatch** - Team up or have a Free-For-All battle with your favourite characters.

**Capture the Greased-Up Deaf Guy** - Teams race to catch the Greased up Deaf Guy and return his flag to their base in this unique twist on classic Capture the Flag.

**Multiverse Madness** - Play solo, or team up with friends and battle ever-increasing hordes of Multiverse enemies.

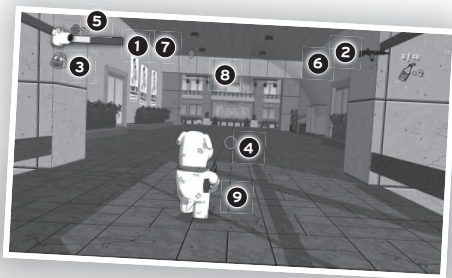
**INFILTRATION!** - Eliminate enemy commanders, steal pirate gold, and capture and defend control points before the other team can.

## CHALLENGE MODE

Experience co-op challenges with another player in split-screen. You can earn stars upon completing challenges: The harder the difficulty, the more stars you receive. Compete to earn enough stars to unlock all the playable characters!

**UPON** learning of his death at Stewie's hands, Bertram successfully constructs a Multiverse remote of his own and returns from an alternate universe. Bertram reveals that he is using the remote to build a multi-dimensional army to destroy Quahog (and ultimately, the universe in which he no longer exists). When Brian and Stewie learn of Bertram's evil plan, they realise the only way to stop him is to go... Back to the Multiverse!

1. **Health:** Displays your current health.
2. **Weapon/Grenade Ammunition:** Displays the currently selected weapon and its ammunition, along with how many grenades you have.
3. **Special Ability or Item:** Displays currently selected item or ability.
4. **Weapon Reticle:** Shows where you are aiming. The reticle shows how precise the currently equipped weapon is and will change in size if you're moving or firing rapidly.
5. **Money:** Shows the amount of money you have collected.
6. **Damage Indicator:** Shows the direction from which you're taking damage.
7. **Objective Markers:** Current objectives will be marked in the world by these icons.
8. **Objective Text:** Any changes in objective status will appear here.
9. **Contextual Actions:** When a contextual action can be triggered a message will appear on the screen here.



# STORE

During your travels through the Multiverse, you can collect money in order to make purchases that will help Brian and Stewie along their journey. You can purchase the following:

**Costumes** - Unlock additional costumes for Brian and Stewie that are inspired by classic Family Guy moments and can be used throughout the game.

**Weapons and Special Items** - Unlock new weapons for Brian and Stewie to use in the story mode, and restock your special items.

**Attributes** - Boost Brian and Stewie's abilities to be more effective against Bertram's forces.

**Extra Characters** - Unlock additional playable characters for multiplayer.

**Multiplayer Maps** - Unlock additional maps for multiplayer.

**Multiplayer Costumes** - Unlock costumes for all multiplayer characters that are inspired by classic Family Guy moments.

## OPTIONS

You can adjust screen settings, control options, audio/video settings, and enter cheat codes in this menu. You can also view the game credits.

# GAMEPLAY TIPS

**Aiming** - If you shoot from the hip without aiming, your character maintains regular movement speed and manoeuvrability, but weapon accuracy is limited. If you aim by holding the Left Trigger the camera zooms in and accuracy is increased at the cost of movement speed.

**Switching Characters (Story Mode)** -

Select between Brian and Stewie by pressing the D-Pad Up or choose a weapon from the weapon wheel and the appropriate character will jump on the screen.

**Money** - You will receive money each time an enemy is neutralized. Common enemies give a small amount of money, while larger enemies give more money. Some enemies will drop extra money that can be picked up. Money can also be found hidden throughout levels. Collect enough money to unlock upgrades, costumes, and other items!

**Health** - You take damage in the game when Brian and Stewie are hit or shot by enemies. Health pickups are located throughout each level and are occasionally dropped by enemies. Some health pickups can be collected for an immediate health boost while others can be stored as a special item for later use.

**Ammunition** - You must periodically collect ammunition in order to continue using ranged weapons.

**Special Abilities** - Each character has a special ability that can be selected like a special item and used to help you take down enemies or escape unscathed. Abilities need to recharge before they can be used again.

**Special Items** - Throughout the Multiverse, you will discover various items that can be deployed to assist in your fight against Bertram's forces. There are 7 different items: Joe Swanson, Giant Chicken, Health Pack, Ipecac, Wacky Waving Inflatable Arm-Flailing Tube Man, Rupert-In-The-Box, and the Boom Bear.

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Local rate, may vary per provider: +44 845 5280 269 (UK), 01 9036 586 (Rep. of Ireland)

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